

WHAT IS CLAIMED IS:

1. A method for caching content for delivery over a global computer network, comprising:
 - receiving information from an access provider about one or more users,
5 wherein said received information includes information about the content preference of said one or more users; and
 - providing content to said access provider for caching in close proximity to said one or more users, wherein said provided content is based at least in part on said content preference of said one or more users, and wherein said content is provided for
10 caching prior to receiving a request for said content from said one or more users.
2. The method of claim 1, further comprising:
determining a location for caching said content.
3. The method of claim 1, wherein said content relates to a bandwidth intensive application.
4. The method of claim 1, wherein said content relates to a bandwidth intensive service.
5. The method of claim 3, wherein said bandwidth intensive application comprises a real-time application.
6. The method of claim 3, wherein said bandwidth intensive application comprises a multi-user real-time application.
7. The method of claim 3, wherein said bandwidth intensive application is selected from the group consisting of an interactive movie, an interactive television show, interactive commerce, and video on demand.
8. The method of claim 1, wherein said content relates to an entertainment service.

9. The method of claim 8, wherein said entertainment service comprises online gaming.

10. The method of claim 1, wherein said content is provided by a content provider.

11. The method of claim 1, wherein said content is stored in a cache associated with said access provider.

12. The method of claim 1, wherein said access provider is an Internet Service Provider (ISP).

13. The method of claim 1, wherein said access provider is a local exchange carrier.

14. A method for caching content for delivery over a global computer network, comprising:

receiving information about one or more users from an access provider, wherein said received information includes information about content frequently
5 accessed by said one or more users;

determining the number of said one or more users frequently accessing similar content; and

transmitting said similar content accessed by said one or more users to said access provider for storage in a cache associated with said access provider prior to
10 receiving a request by said one or more users for said similar content, wherein said content is transmitted to said access provider if said determined number is greater than a threshold number.

15. The method of claim 14, wherein said received information further includes a profile of said one or more users.

16. The method of claim 15, wherein said profile includes information comprising the age, the gender, and the geographical location of said one or more users.

17. The method of claim 15, wherein said profile includes information relating to on-line behavior of said one or more users.

18. The method of claim 15, wherein said profile includes information relating to on-line interests of said one or more users.

19. The method of claim 14, further comprising:

receiving information about one or more users from a second access provider, wherein said one or more users are associated with said second access provider; and

determining the number of said one or more users associated with said second
5 access provider frequently accessing said similar content.

20. The method of claim 19, wherein said first access provider is an Internet Service Provider (ISP) and said second access provider is a local exchange carrier.

21. The method of claim 19, wherein said first access provider is a first Internet Service Provider (ISP) and said second access provider is a second ISP.

22. The method of claim 19, wherein said first access provider is a first local exchange carrier and said second access provider is a second local exchange carrier.

23. The method of claim 21, further comprising:

transmitting said similar content to be stored at a location for access by said one or more users of said first ISP and said one or more users of said second ISP prior to receiving a request by said one or more users for content, wherein said content is transmitted if said first determined number is not greater than said threshold number and said second determined number is not greater than said threshold number but the sum of said first and second determined numbers is greater than said threshold number

24. The method of claim 23, wherein said location for storing is a cache associated with said first ISP.

25. The method of claim 23, wherein said location for storing is a cache associated with said second ISP.

26. The method of claim 14, wherein said content relates to online gaming.

27. A method for caching content for delivery over a global computer network, comprising:

receiving information from a first access provider about a first user base, wherein said received information includes information about the content preference of one or more users of said first user base;

receiving information from a second access provider about a second user base, wherein said received information includes information about the content preference of one or more users of said second user base;

determining the number of said one or more users of said first user base and the number of said one or more users of said second user base having the same content preference;

determining the content to be cached based at least in part on the content preference of said one or more users of said first and second user bases;

determining a location for storing said determined content; and

transmitting said determined content to said determined location prior to receiving a request for content from said one or more users of said first and second user bases if said determined number exceeds a threshold value.

28. The method of claim 27, wherein said first access provider is an Internet Service Provider (ISP).

29. The method of claim 28, wherein said determined content is stored in a cache associated with said first ISP.

30. The method of claim 27, wherein said second access provider is a second ISP.

31. The method of claim 30, wherein said determined content is stored in a cache associated with said second ISP.

32. The method of claim 27, wherein said content relates to online gaming.

33. A system for caching content for delivery over a global computer network, comprising:

means for receiving information about one or more users from an access provider, wherein said received information includes information about content frequently accessed by said one or more users;

means for determining the number of said one or more users frequently accessing similar content; and

means for transmitting said similar content accessed by said one or more users to said access provider for storage in a cache associated with said access provider prior to receiving a request by said one or more users for said similar content, wherein said content is transmitted to said access provider if said determined number is greater than a threshold number.

34. The system of claim 33, further comprising:

means for receiving information from a second access provider about one or more users associated with said second access provider; and

means for determining the number of said one or more users associated with said second access provider frequently accessing said similar content.

35. The system of claim 34, wherein said first access provider is a first Internet Service Provider (ISP) and said second access provider is a second ISP.

36. The system of claim 35, further comprising:

means for transmitting said similar content to be stored at a location for access by said one or more users of said first ISP and said one or more users of said second ISP prior to receiving a request by said one or more users for content, wherein said content is transmitted if said first determined number is not greater than said threshold number and said second determined number is not greater than said threshold number but the sum of said first and second determined numbers is greater than said threshold number.

39. The system of claim 33, wherein said content relates to online gaming.

5 40. A method for providing cached content to a user, comprising:
receiving a request for content from a user; and
providing said requested content to said user from a cache, wherein said
requested content had been previously received from a content provider and stored in
said cache in response to receiving a profile of said user by said content provider.

41. The method of claim 40, wherein said request for content is a request
for content related to a bandwidth intensive application.

42. The method of claim 40, wherein said request for content is a request
for content related to online gaming.

43. The method of claim 40, wherein said request for content is made by
said user utilizing an Internet enabled device.

44. The method of claim 43, wherein said Internet enabled device is
capable of accessing said content utilizing a broadband access mode.

45. The method of claim 44, wherein said broadband access mode is
selected from the group consisting of an xDSL access, a cable access, a broadband
wireless access, and an access over optical lines.

46. The method of claim 40, further comprising providing said requested
content to said user from said content provider if said content provider had previously
not received said profile of said user.

47. The method of claim 40, wherein said profile is provided to said
content provider by an Internet Service Provider (ISP).

48. The method of claim 40, wherein said profile is provided to said
content provider by a local exchange carrier.